

// Vents - new Scenario by Anthony Case

The complex network of passageways and gantries that line the dome roofs are commonly used by gangs as they move through the badzones.

Usage - Any gang that is allowed to select the scenario can choose to play this scenario.

Terrain - Usual rules. However, the table top represents thin air so barricades cannot be placed on it.

Deployment - Both players roll a D6. The player that rolls highest randomly selects D3+2 gang members and deploys them within 12" of a chosen table edge. The other player then does the same at the opposing table edge. Tunnels cannot be used.

Starting the Game - The players roll for it.

Up High - The gangs are fighting way up in the dome roof spaces. To reflect this the table top represents thin air which cannot be moved across by any gang members unless they can fly or float over it. Any models that fall off a ledge onto the table top are automatically taken out of action. In addition, roll a D6 at the start of the game. On a roll of 6 the Hang on to your Hoods! treacherous condition rules are in effect, while a roll of 4-5 results in the Blustery Conditions treacherous condition rules taking effect. Note this is in addition to any usual roll on the Treacherous Conditions table.

Ending the Game - Usual rules.

Experience - Usual rules except the gang leader does not receive the normal +10 bonus.

Special Rules - If the winning gang takes at least two enemy gang members out of action, inflicts twice as many out of action results as it suffers and the opposing gang has a Vents territory then that territory is captured. If the winning gang takes at least three enemy gang members out of action and inflicts three times as many out of action results as it suffers then the gang will gain a Vents territory.